



CREEKSIDE GOLF CLUB INC.

(A0008370A - Incorporated in Victoria)

Information for New Members

Enquiries Contact:

Membership Co-ordinator: Eileen Urlichs 0422 667 407

President: Tony Davis 0404 899 757

Captain: Scott Eaton 0448 717 972

Handicapper: Nick Alves 0405 025 992

Postal Address: PO Box 387, Vermont, Vic. 3133

CONDITIONS OF PLAY

The Club has preferred tee times on Saturday morning which are the first 30 tee times. You can still play in competition but will need to secure a tee time. Please note that all members of the Club pay full green fees at Morack. Your choices are to: -

- 1. Play as a member, competing in the Saturday competition. Tee times are allocated by internal booking system called "One Golf" you will be required to upload the app and the membership coordinator will run you through the booking process. The tee times start at sunrise...*
- 2. Play as a member in the comp on Sunday. The Club currently fields 13 to 15 players in our Sunday competitions. They are allocated tee times by the pro shop on a first in, first served basis. If you wish to be teamed with other Club players, you will need to advise the Pro Shop when booking to ensure you play together. It is best to book 7 days in advance. The competition conditions stated above will apply.*

CLUB COMPETITIONS

The Creekside Golf Club conducts a number of competitions in which new members are encouraged to participate:

Saturday

- Men and ladies combined competitions
 - Competition time open to men and lady members.
 - Tee off time for the men & ladies is from sunrise – 10.30 am (first 30 slots on timesheet)
- Nearest the pin (x3) Ball prize*

Sunday

- Men and ladies combined competition
 - Men and ladies can play in the same group
 - Tee off time early
- Nearest the pin (x1) Ball prize*

Wednesday Twilight Competition

- *Twilight Competition Wednesday - mixed*
 - *Every Wednesday, during daylight saving, the club runs a nine-hole competition*
- Tee off time 5.00 p.m. 6.00 p.m.*
Followed by a barbecue tea and presentations.

Creekside Competitions

Men's/ Ladies Combined Grades: A 0-12.... B 13-18C 19-27....D 28 and above

Stroke- All shots counted

Par- plus, minus or half on the hole according to handicap

Stableford- Score points per hole according to your handicap

4BBB- 2 person team event (as Stableford)

Mixed Comps – Men and Ladies pair up

Ambrose 2's 3's or 4's: All players tee off with their own ball, then select the best ball, the other players drop a ball within 1 hand span of the chosen ball, and all play their next shot. This continues to the completion of the hole.

Pennant- Creekside has Handicap and Senior Men's Pennant teams entered into the VGL competition

SCORE CARDS

Very few members use a card system anymore, as the "one Golf" app also runs a scoring card , Again the membership coordinator or Captain will run you through this process with you.

PRIZES

*The winner of the day's competition for A,B,C,D Grade men/Ladies combined Winner will receive a voucher. The voucher can be used in the Pro Shop. Prizes are given to the winner of the nearest the pin (NTP). These are presented at our **CLUB DAYS** which are held every 6 weeks.*

Special Event Competitions are held throughout the year, and these are listed in the Club Syllabus. Prizes and Trophies for these events are usually presented on Presentation Night which is held in November.

HANDICAPS

New members who do not have a handicap are required to complete three 18 hole cards for men, marked by a member who holds a current handicap and ladies three 18 hole cards also marked by a member who holds a current handicap. Please contact the club's Handicapper to advise when you will be completing your cards.

As soon as you are allocated a handicap your details are sent to Golf Link who will send you a golf link card

AUSTRALIAN COURSE RATING (ACR)

The Creekside Golf Course is 5,247 metres long and has a slope rating of

Blue Tee Slope Rating 125, scratch rating 67, Par 69.

Black Tee Slope Rating 123 Scratch Rating 67, Par 69

White Tee Slope Rating 125, Scratch Rating 70 , Par 69

CARE OF THE COURSE - all players must carry sand buckets

Ball Mark Repairs

Commence at the back of ball mark and push forward with pitch mark reparer. Do not lift upwards bring the soil to the surface. Attend to all sides of ball mark, easing/teasing turf forward to replace damaged area. (see Care of the Course pamphlet for details).
While waiting to putt, repair 2 or 3 other pitch marks.

Buggies on Greens

Buggies should not be pulled across the green.

Golf Carts

Golf Carts should be kept about 3-5 metres away from the green.

Give Way to Ground Staff

Ground staff have right of way at all times.

Divot Repairs

Fill divots on the tees.
Do not take a divot during a practice swing.
Do not overfill divots as the sand blunts the cutting edge of the mower blades.
Fill divots on the course as you play.

Bunkers

Enter Bunker from lowest point.
Rake surrounding area.
Pull rake towards you as you exit bunker.
Place rake at the base of the bunker facing the direction of play.

Enjoy your Golf Course - if every member follows these recommendations it will assist in keeping the course in good condition.

VISITORS

Any visitor with a club handicap may play in a competition on payment of a \$5.00 entry fee

AMENITIES

- **Pro Shop & Driving Range**
Monday - Sunday
7.00 a.m. - 8.00 p.m.
Telephone 9801 4479 for bookings and cancellations.
- morack@swingfactory.com.au

DRESS CODE

For male members on the course and in the clubhouse:

- *Sport Shirt and skivvies are acceptable. Shirts must have a collar.*
- *Socks must be worn with shorts, sport socks are acceptable.*
- *If long socks are worn they must be up.*
- *Shorts must be walking shorts, (not football shorts, board shorts or stubbies).*
- *Tracksuit pants or tops are not permitted.*
- *T-Shirts are not acceptable.*
- *No large advertising logos or unsavoury motifs on shirts.*
- *Jeans must be neat and tidy at all times.*
- *No thongs at any time.*
- *No hats are to be worn in the clubhouse.*
- *Dress must be acceptable at all times on the course and in the clubhouse.*

For lady members on the course and in the clubhouse:

- *Tailored slacks, shorts, and culottes are acceptable.*
- *Jeans must be neat and tidy at all times.*
- *Tracksuit pants and tops are not acceptable.*
- *Suntops, singlets or similar type tops are not acceptable on the golf course or in the clubhouse.*
- *No hats are to be worn inside the clubhouse.*
- *Visitors are requested to respect these rules.*

Complaint Process

All complaints are to be made in writing to the Captain of the club, who, if unable to settle the matter, shall submit the complaint to the general committee within seven days.

Game with Committee Member

In the near future you will receive a call from a Committee member, inviting you to play with him/her to help familiarise yourself with club practices and to meet Club members.

11 Tips to help speed up your round of golf

It is very easy for new (and not so new) golfers to spend in excess of 5 hours playing 18 holes. There is no big secret to speeding up play. In fact there are many little things you can do that will save you a few seconds here or there. If these savings are factored out across each player in your group and across 9 or 18 holes the savings can be huge. E.g. if each player saved 1 minute of time per hole and there were three players in your group, your group will cut 27 minutes over 9 holes and 54 minutes over 18 holes. A big saving indeed. Here are 11 suggestions of how you can save time in your next game of golf:

1. **Walk quickly between shots.** This doesn't mean you have to run; just walk at a good pace in between your shots.
2. **Be ready to play when it is your turn to play.** You should have your club in hand and all you really need to do is have your practice swing, take your address and then hit the shot.
3. **Only have one practice swing before hitting a shot.** Once practice swing should be all you need to loosen your muscles and give you the feel for the shot you are about to play.
4. **Mark your score card while someone else is playing a shot.** Don't mark your score card when it is your turn to play. You can always mark the card while another in your group is playing their shot.
5. **Leave your golf clubs at the nearest exit point from the green to the next tee.** If you are playing a course for the first time take note of the direction the group in front of you walk off the green you are playing to. This is where you should leave your clubs.
6. **Line up your putt while someone else is putting.** While one of your playing partners are putting you can use this time to line up your putt (as long as you are not interfering with their shot). You can also learn from their putt if they are in a similar position to your ball.
7. **Assess your shot and club selection as you are walking along the fairway.** As you are walking up the fairway you can assess some of the factors in playing your next shot. E.g. wind, (strength and direction), pin position, distance of the shot, lie of the land, etc.
8. **When in doubt play a Provisional Ball.** If you think there is a possibility your ball may be lost or out of bounds hit a provisional ball. By doing so you eliminate the need to walk back to the position you played the last shot from and hit another shot should your ball be lost or out of bounds.
9. **Pick up your ball once you can no longer score.** A point or half in par and stableford when playing in par and stableford events you have used all of your shots on a particular hole and can no longer register a score. You must pick up your ball.
10. **Warm up before you play your game.** By warming up before you play your game you will increase the chance of hitting better shots which will allow you to have less shots per hole and therefore a quicker round and better score.
11. **Putt out if you are within 3 feet of the hole.** Once your ball ends up within 3 feet of the hole it is a good idea to hole out (unless you will be standing on another player's line). Although you may not be furthest from the hole you are permitted to hole out.